

1 **Claims**

2 **What is claimed is:**

3 **(1) An auto racing board game preferably of such a scale as to permit use of popular**
4 **1/24 or 1/64 scale model racing cars as playing pieces, employing a method to govern**
5 **movement of these playing pieces, the progress of which is based on and adjusted for**
6 **statistical probability of various possible results available when rolling popular, six-sided,**
7 **casino-style dice, wherein the game board is comprised of a playing surface having a**
8 **plurality of racing lanes each being subdivided into an various numbers of advancement**
9 **spaces including a starting space and a finishing space, wherein the number of spaces**
10 **vary from one lane to another, the number of spaces in any given lane being inversely**
11 **proportional to the probability of rolling a dice value allowing the car in that lane to**
12 **advance, such that the probability of advancing to the winner's line is essentially equal**
13 **for all playing pieces; and**

14
15 **(2) a device as in claim (1) further comprising a plurality of playing pieces corresponding**
16 **to the number of racing lanes, preferably in the form of miniature automobiles, dice**
17 **being used for determining the advancement of said playing pieces, pit passes being**
18 **dealt to indicate winning and losing lanes, chips preferably in the form of tire tokens**
19 **(representing capital), tire haulers and winners cups (both being receptacles for tire**
20 **tokens), and yellow, red and black caution flags.**